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Game Description: A 3x6 grid-based battle system. The grid is split in half and neither team can cross over to the other side. Both teams in battle use moves that have distance and damage properties to attack enemies on the other side of the grid. AC (action credits) must be spent to move or attack and each move costs a different amount of AC. When a player runs out of AC for their turn, their AC is reset, and the turn is past to the other player. A game is won when a player's HP is reduced to 0.

Controls:

W: Move up one space. AC: 1

A: Move left one space. AC: 1

S: Move down one space. AC: 1

D: Move right one space. AC: 1

Attack (E):

- AC: 3
- Range: 2 spaces in front
- Damage: 20

Special Attack (F):

- AC: 5
- Range: 1 space in front
- Damage: 30

Range Attack (R):

- AC: 2
- Range: 3 spaces in front
- Damage: 10

End Turn: Q

New Game: G

Note: When a turn is switched, The first key that is pressed will confirm that the turn has switched, therefore neither character will move.